

Amendment
App. No. 09/766,132

AMENDMENTS TO THE CLAIMS

1. (Canceled).

2. (Currently amended): An entertainment apparatus which displays a moving picture on a display screen of a display device, the moving picture being obtained by photographing an object moving in a virtual three dimensional field, according to manipulation contents of a manipulator received via a controller, by the use of a virtual camera, comprising:

object position calculating means for sequentially calculating a position and a moving direction of said object in said three dimensional field; and

camera setup means for determining a setup point of said virtual camera in said three dimensional field every time the position and moving direction of said object are calculated by said object position calculating means, while taking a setup point of the virtual camera obtained at least in the last calculation into consideration;

~~The entertainment apparatus according to claim 1, wherein,~~
said camera setup means includes means for settling a camera chasing point at a position higher by a predetermined value H than a position to the rear of said object from the position thereof by a distance K, the position being on a line which passes through a newly calculated position of said object by said object position calculating means and is parallel with a newly calculated moving direction of said object, and wherein said camera setup means settles a setup point of said virtual camera at a position approaching said camera chasing point from the setup point of said virtual camera obtained at least in the last calculation.

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3. (Original): The entertainment apparatus according to claim 2, wherein said camera setup means settles the setup point of the virtual camera at a position approaching said camera chasing point from the setup point of said virtual camera obtained at least in the last calculation by a distance L/M , the distance L/M being obtained by dividing a distance L , which is between said camera chasing point and said virtual camera setup point, obtained at least in the last calculation, by a predetermined value M .

4. (Original): The entertainment apparatus according to claim 3, wherein,

said camera setup means sets said distance K so as to be shorter as a moving speed of said object in said three dimensional field is increased.

5. (Currently amended): An entertainment apparatus which displays a moving picture on a display screen of a display device, the moving picture being obtained by photographing an object moving in a virtual three dimensional field, according to manipulation contents of a manipulator received via a controller, by the use of a virtual camera, comprising:

object position calculating means for sequentially calculating a position and a moving direction of said object in said three dimensional field; and

camera setup means for determining a setup point of said virtual camera in said three dimensional field every time the position and moving direction of said object are calculated by said object position calculating means, while taking a setup point of the virtual camera obtained at least in the last

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calculation into consideration;

~~The entertainment apparatus according to claim 1,~~
wherein,

said camera setup means includes means for settling a camera reference point at a position in front of the position of the object by a distance J, the position being on a line passing through a newly calculated position of said object by said object position calculating means, and the line being parallel with a newly calculated moving direction of said object, and wherein said camera setup means settles a sight line direction of the virtual camera so that said virtual camera is pointed at said camera reference point.

6. (Original): The entertainment apparatus according to claim 5, wherein,

said camera setup means sets said distance J so as to be longer as a moving speed of said object in said three dimensional field is increased.

7. (Canceled).

8. (Canceled).

9. (Currently amended): A storage medium storing a program which is read out and executed by a computer,

said program being read out and executed by said computer to realize means on said computer, said means displaying a moving picture on a display screen of a display device connected to the computer, obtained in such a manner that an object moving in a virtual three dimensional field according to manipulation contents of a player, which are received by said computer via a

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controller connected to said computer, is photographed by a virtual camera, and

said means comprises:

object position calculating means for sequentially calculating a position and a moving direction of said object in said three dimensional field; and

camera setup means for determining a setup point of said virtual camera in said three dimensional field every time the position and the moving direction of said object are calculated by said object position calculating means, while taking the setup point of said virtual camera obtained at least in the last calculation into consideration;

~~The storage medium storing the program according to claim 8,~~
wherein,

said camera setup means includes means for settling a camera chasing point at a position higher by a predetermined value H than a position to the rear of said object from the position thereof by a distance K, the position being on a line which passes through a newly calculated position of said object by said object position calculating means and is parallel with a newly calculated moving direction of said object, and wherein,

said camera setup means settles a setup point of the virtual camera at a position approaching said camera chasing point from the setup point of said virtual camera obtained at least in the last calculation.

10. (Original): The storage medium storing the program according to claim 9, wherein,

said camera setup means settles the setup point of the virtual camera at a position approaching said camera chasing point from the setup point of said virtual camera obtained at

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least in the last calculation by a distance L/M , the distance L/M being obtained by dividing a distance L , which is between said camera chasing point and said virtual camera setup point obtained at least in the last calculation, by a predetermined value M .

11. (Original): The storage medium storing the program according to claim 10, wherein,

said camera setup means sets said distance K so as to be shorter as a moving speed of said object in said three dimensional field is increased.

12. (Currently amended): A storage medium storing a program which is read out and executed by a computer,

said program being read out and executed by said computer to realize means on said computer, said means displaying a moving picture on a display screen of a display device connected to the computer, obtained in such a manner that an object moving in a virtual three dimensional field according to manipulation contents of a player, which are received by said computer via a controller connected to said computer, is photographed by a virtual camera, and

said means comprises:

object position calculating means for sequentially calculating a position and a moving direction of said object in said three dimensional field; and
camera setup means for determining a setup point of said virtual camera in said three dimensional field every time the position and the moving direction of said object are calculated by said object position calculating means, while taking the setup point of said virtual camera obtained at least in the last calculation into consideration;

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~~The storage medium storing the program according to claim 8,~~
wherein,

said camera setup means includes means for settling a camera reference point at a position in front of the position of the object by a distance J , the position being on a line passing through a newly calculated position of said object by said object position calculating means, and the line being parallel with a newly calculated moving direction of said object, and wherein,

said camera setup means settles a sight line direction of the virtual camera so that said virtual camera is pointed at said camera reference point.

13. (Original): The storage medium storing the program according to claim 12, wherein,

said camera setup means sets said distance J so as to be longer as a moving speed of said object in said three dimensional field is increased.

14. (Canceled).

15. (Canceled).

16. (Canceled).